

LIAISONS DANGEREUSES

LIAISONS DANGEREUSES--a magazine of Diplomacy news, games and reviews as well as a journal of role playing games including DUNGEONS & DRAGONS and METAMORPHOSIS ALPHA.

#4 in completed games....soon to be #3!

LLAISONS DANGEREUSES #77

MAY 19, 1969

January 26, 1977

Editor: Lenard Lakofka, 644 West Briar Place, Chicago, IL 60657 312-929-7057 calls
between midnight and 7AM are never acceptable.

There are games open in ID. For Novice players; I have paid Bill Frank, Tom Johnston, & John Tuff for the next Novice game. Game fee (which includes a subscription) is \$7. Rebates to players eliminated (not resigning or dropping) prior to 1905. Subscription fee \$2 for 9. Non-North American game fees and subs upon request.

SECRET

IDA--again.....

As you may know the IIA-NA is now running elections for the seven offices mentioned in its amended constitution: President, Treasurer, Ombudsman, Editor, Special projects Editor, Canadian Regional Officer, and USA Regional Officer. In DIPLOMACY REVIEW #6 you may have noted Ben Grossman's observation that we are still IIA and not IIA-NA since there is no limit upon membership. Yet the preamble clearly mentions North America and the regional officers are both from North America. One of the major points of the new document was to REDUCE the COUNCIL and then to form a Federation (also mentioned in the preamble) of areas to handle International problems. I fail to see why Mr. Grossman does not observe these points.

I would also like to refute the statement that I did not mail updates on membership status to Mr. Rosenberg while he was editor. I updated records on a monthly basis and mailed that update to him within 3 days of the bank deposit. Mr. Tihor was informed bimonthly. The fact their records were not updated was their fault. If they had not received them (due to the mails) all they had to do was to ask for Xeroxes of the material. Failing to receive and then to ask is malfeasance on their part. At this moment our treasury has \$402.35. I have mailed Mr. Grossman a xerox of the check ledger and the bank statement to show that every penny can be accounted for properly. Upon receipt of the election results I will mail the treasury records to whomever the members elect--even Robert Sacks.

I will be running for the office of President. I am running because I do know hobby politics. I am one of the longest continuing publishers in the hobby. As one of the authors of the new document I am well aware of its purpose and intent. If IDA-NA tries to be a debating society again the organized hobby will surely fail. I understand that I am being opposed by Ms. Margrette Genigani. I am flattered. Some anonymous publisher has printed "beauty and the beast" posters for the election. Some Canadian and New York players and publishers are openly backing Peggy. (It might be noted that these are the same people--in many cases--who have been IDA-NA right from the beginning.) From those of you have read about Peggy or have received letters from her know that Peggy has the highest ideals, however, to elect her President of IDA-NA could be a mistake. But that decision will be up to the membership.

You may also note that Robert Sacks is running against Steve Brooks for Treasury. I will have to pick a choice here. It is Mr. Brooks. After Mr. Sacks childish performance at Baltimore I have no confidence in him. I do believe that Steve will handle his office well--I only hope he doesn't wish to debate too much on Council.....

If you have lapsed in the IDA you must pay prior to the counting of ballots or your vote will not be counted. I will mail an update of dues payment to Groszman on the day the ballots are due. That final update will determine who may vote and who may not. Dues are still \$2 payable to IDA at my address.

ADDITIONAL INFORMATION: ...
...
WINTER ...

Talk about training ...
temperatures ...
will continue with ...
than the one ...
suggest February or early March ...
The ... was great ...
Hall (which was ... and ...)
only got to play in one ...

Since there was some controversy over one of our miniature figures I will bring it up here. The side of ... had but three figures: A Pale-White Dragon (which had some breath properties of both of its parents) what was large and fairly old, A small Giant and a Vampire. Good had many more figures but all were wacky. The best (and ... was a ... MU (4th level) used an invisible spell to come up near the Vampire who was about to attack a ... old man who was being ... The MU said that he ... move behind the vampire and ... (I don't know that they were going after a ... so everyone had a ... and ... I said that the odds of this happening were as follows: 1. ... (I used ... to give a ... dice times 8 for ... for the Vampire and 4 times 8 for the MU for ... 2. Surprise (I used ... and ... into account the fact the Vampire was busy and the MU could be invisible up to about 60 feet away from the Vampire. This came out 2 to 3 ... Actual Hit Probability (I assumed that ... was a Good MU versus ... at a ... I would have given ... a better break ... 25% chance to hit, and 4. ... (I had to ... here) I said 1 to 3. That the combined probability was

16 2 1 1
6 2 3 3
The final ... (the ... the dragon had been ... it ... making a ... of ... to kill the ... The dragon was ... by ... its ability to fly and ... killed ... it did kill the ... decided the dice (roll ... against him and he quit. I would be ... hear how other judges would handle the MU/Vampire situation.

The second ... was ... It was super bloody and I got ... everyone (shriek!). ... evening I got to play METAMORPHOSIS ALPHA with ... I was a funny little ... (my character that is) who had a mental block ... over 45 feet ... on the city ... encountered a ... and ... killed later I was ... by the ... the only problem we had was ... that we ... and were given ... descriptions of things ... which turned out to be a ... no one ... hands open.

The next day ... up the ... of pop that exploded in the back ... from the ... I ... 6 ... into a strange pyramid. The pyramid ... them to my ... It was quite easy to convert the METAMORPHOSIS ALPHA combat system to ... I used the ... combat table but the MA kill system. The players figured out where they were fairly quickly when a deformed man in ... gave them a lightening bolt from his eye and then changed into a ... bee. Everyone seemed to enjoy the MA expedition but I only got to ... of them (far below my normal). A review and comments on MA follow.

We also began ... of ... system in ... We agreed that an ... light ... should be ... but that the ... should be ... I do not think ... a special ...

SPECIAL DAMAGE

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1. On every attempt to hit roll a 20 sided die. Damage is only at there is a hit.

Magia Users of all types score Special Damage on a 10-20

Clerics of 4 hit or fewer hit dice score SD on a 19 or a 20

Clerics of 5 or more hit dice score SD on a 19 or a 20

Thieves of 6 or fewer hit dice score SD on a 19 or 20

Thieves of 7 or more hit dice score SD on an 18, 19 or 20

Fighters of 3 or fewer hit dice score SD on an 19 or 20

Fighters of 4 to 8 hit dice score SD on an 18, 19 or 20

Fighters of 9 or more hit dice score SD on a 17, 18, 19 or 20

Treat monsters as fighters.

Treat special figures at your own option.

2. If there is SPECIAL DAMAGE roll two twenty sided dice (one as 1-10 one as 1-20)

| Type of Damage | LOCATION OF HIT (1-10) | | | | | | | | | |
|----------------|------------------------|-----------|-----------|------------|---|--------------|---|----------|----------|-----------|
| | 1 Top-side Head | 2 Face | 3 Neck | 4 Chest | 5 | 6 Arm/leg | 7 | 8 Leg | 9 ARM | 10 Leg |
| 1 | +1 | +1 | +1 | +1 | | +2 | | +1 | | +2 |
| 2 | +1 @ | +1 * | +1 * | +1 | | +2 @ | | +1 | | +2 * |
| 3 | +1 * | +1 @ | +2 @ | +1 * | | +2 \$ | | +1 * | | +2 @ |
| 4 | +2 | +2 * | +2 * | +1 @ | | +2 @ | | +1 @ | | +3 * |
| 5 | +2 @ | +2 @ | +2 @ | +2 * | | +3 @ | | +2 * | | +3 @ |
| 6 | +2 * | +3 * | +2 \$ | +2 @ | | +4 @ | | +2 @ | | +4 * |
| 7 | +3 * | +3 @ | +3 @ | +3 * | | +4 @ | | +3 * | | +4 @ |
| 8 | +3 @ | +3 \$ | +3 @ | +3 @ | | +5 * | | +3 @ | | +5 @ |
| 9 | +4 @ | +4 @ | +4 @ | +4 @ | | +5 @ | | +3 \$ | | +5 @ |
| 10 | +4 \$ | +4 @ | +4 @ | +4 @ | | +5 @ | | +4 @ | | +7 @ |
| 11 | +5 @ | +4 # | +4 \$ | +4 \$ | | +7 @ | | +7 @ | | +7 # |
| 12 | +5 X | +5 # | +5 @ | +5 @ | | +7 @ | | +7 @ | | +10 @ |
| 13 | +7 @ | +7 @ | +7 \$ | +7 \$ | | +7 @ | | +7 @ | | +10 @ |
| 14 | +7 @ | +7 @ | +7 X | +10 @ | | +7 X | | +7 @ | | +10 # |
| 15 | DBL @ | DBL # | +7 X\$ | DBL @ | | +7 X\$ | | +10 @ | | +10 @ |
| 16 | DBL # | DBL @ | DBL \$ | DBL @ | | DBL \$ | | +10 @ | | +10 @ |
| 17 | DBL \$ | DBL X | DBL \$ | DBL X | | DBL X\$ | | +10 @ | | +10 @ |
| 18 | DBL X | +10 X | DBL X | DBL @ | | DBL X\$ | | +10 @ | | +10 # |
| 19 | +10 X | +10 X\$ | DBL X\$ | DBL X\$ | | DBL X | | +10 @ | | +10 # |
| 20 | DEAD | DEAD | DEAD | DEAD | | TFL X\$ | | +10 @ | | +10 # |

Legend:

DBL = Double damage (minimum is 7)

TFL = Triple damage (minimum is 12)

* No counter attack next melee round (stunned)

@ No counter attack for two melee rounds (dazed)

\$ Additional bleeding--1 damage point every melee round until treated

X Unconscious, falls

Loss of body part (roll 10 sided die)

1-6 Ear 1 Nose

7-10 EAR\$ 2 Nose\$

3-4 Eye @

5 Eye @

6-7 blind @

8 Mouth @

9-10 Mouth @

1-2 Finger 1-4(1-4

3-4 2 fingers 100)

5 Thumb 5-6 Foot

6-7 Hand @ 8-9 at knee

8-9 @Elbow@ 10 leg

10 ARM X\$

As a result, the model is able to capture the complex relationships between the variables and provide a more accurate prediction of the outcome.

METAMORPHICIS ALPHA 1980-1981 \$15.00

METAMORPHOSIS ALPHA is a world apart--an alien universe on a run away Star Ship that was exposed to radiation so that the majority of humans and animals were killed. Those that did survive were mostly on "colony" levels and were not specialists. Many others mutated and now strange types of humans and animals inhabit the ship's many levels. It is up to the player (gamemaster) to design the many levels of the vessel, populate it and then run the players through it. Basic equipment is outlined as well as a complete list of mutated animals and humans. You may, of course, alter the mutants and/or equipment. The basic size of the vessel is 25 miles by 15 miles by 9 miles--it carried over 1,000,000 colonists and personnel.

The basic difference between DAB & HA is in the combat system. Yet the combat system can be made easily compatible. The concept of Level (for advancement and fire balls) is not used in HA but can be used with no difficulty. In fact many players may well use HA as supplement #5 of DAB.

The game is highly playable the only problem is making sure that players do not find out what a piece of equipment is automatically. After all the players are considered to have had their memory of the past wiped clean (or they are DAO characters teleported to the Starship). Even language is a problem. I have created a short 1. audio this problem and I will give a sample of it for a new piece of equipment.

| Item | Intelligence of Figure (uncertainties) (uncertainties) | | | | | | | | | |
|--------------------|--|------|-------|-------|----|----|----|----|----|----|
| | with Percent | 1-8 | 9-10 | 11-12 | 13 | 14 | 15 | 16 | 17 | 18 |
| | 1-8 | 9-10 | 11-12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| Ecology hand unit | | | | | | | | | | |
| sterilize | a | b | 25 | 22 | 18 | 14 | 10 | 7 | 4 | |
| x-ray | x | a | 16 | 16 | 14 | 12 | 9 | 6 | 3 | |
| lower steril. | a | b | a | 30 | 26 | 22 | 18 | 13 | 7 | |
| detect life | a | b | a | 24 | 22 | 20 | 18 | 15 | 12 | |
| Sonic Torch | 8 | 14 | 12 | 10 | 8 | 6 | 4 | 2 | 0 | |
| Space Suit | 20 | 18 | 16 | 14 | 12 | 9 | 6 | 3 | 0 | |
| Infrared Goggles | 12 | 7 | 8 | 5 | 2 | 1 | 0 | 0 | 0 | |
| Energy Jumps | 16 | 14 | 12 | 10 | 8 | 6 | 4 | 2 | 0 | |
| Energy Coll | a | b | 24 | 20 | 16 | 12 | 8 | 4 | 1 | |
| Security hand unit | | | | | | | | | | |
| deactivation | x | a | b | a | 40 | 32 | 24 | 18 | 12 | |
| life detect | x | b | a | 32 | 28 | 24 | 19 | 13 | 6 | |
| android det. | a | b | a | 36 | 32 | 28 | 23 | 17 | 10 | |
| captive field | a | a | b | a | 18 | 15 | 12 | 9 | 5 | |
| shield | a | b | 10 | 14 | 12 | 10 | 7 | 4 | 1 | |

If a number appears as the number of minutes, it will take to find out what an item does and to correct in that judgement.

2: break the iter for last portion of the iter'

X- Do not Underwrite. 52

Re: Misuse - this could be taken in Sept 1956

If the Percentage of H_2O in the sample is not listed then go to this chart,

| | 0-6 | 7-12 | 13-17 | 18-23 | 24-29 | 30-36 | 37-50 | x b |
|-----------------|-----|------|-------|-------|-------|-------|-------|-----|
| Breaks item | 15% | 14% | 25% | 23% | 25% | 27% | 29% | |
| Does not inform | 15% | 14% | 10% | 54% | 48% | 42% | 36% | 30% |
| Misuses | 15% | 14% | 13% | 19% | 17% | 19% | 21% | 23% |
| Kills Armstrong | 15% | 14% | 8% | 10% | 12% | 14% | 16% | 18% |

DATE: 11/11/1968 BY: [illegible] FOR: [illegible] RE: [illegible]

It should also be observed that some functions of a gun can be performed by other means, certain conditions exist. Thus a radio means nothing if he has no means of receiving on a second radio. An Android detector will only function if an android is present etc. The SpaceMaster must remember that he is dealing with DAB-like characters who might very easily point a laser at a friend or themselves when they pull the trigger. They might break off a knob or even be confused by the use of a button since they have never seen such things. Once they do understand a gun-like object, or a dial or a button you might wish to subtract a few minutes from those given by the chart to learn how to use the object correctly.

A CHICAGOLAND GAME CLUB!

THE DRAGON SEEKERS

for all Chicago area Fantasy Game Players, Metamorphosis Alpha players, Empire of the Petal Throne Players, and lots more....

The club will begin with fantasy but who knows where it will end?

There will be scheduled events and open gaming too--bring whatever you like.

Meetings every First and Third Saturday of the Month beginning February 19, 1977

At the Francis W. Parker School, 330 Webster Ave. (Clark Street between Fullerton and Armitage--2200 North) in the school cafeteria (basement).

Admission; Only one dollar (to cover the room rent)

Evening sessions now being planned.

The regular meeting will open at NOON with scheduled event(s) beginning shortly thereafter. The meeting will remain open till 10:30PM with other scheduled events beginning about 6PM.

For more information phone 312-472-0373 Mr. Jordan Weissman 5PM to 9PM daily.

(I'll be running an MA campaign for the first few meetings beginning at 6PM come and meet the mutant with the 6 foot tentacle on his head--no it isn't me!)

1974 HW the Spring of 1910--KEY MISS BY TURKEY dooms potential draw if Allies stay together
England, Vagts/14/A WAR(S) A ber-SIL, A MOS+A PRU(S) A WAR, A STP(S) A MOS, F ECH C a lon-BEL, A BURG(S) FRE A MUN, F BAL(C) a kiel-LVN, f wes-TYRR, f nao-SPASC, f bre-MAO, a ruhr-KIEL

France, Horton/6/F LYON(S) a war-RIED, A TUS(S) f tyrr-ROM, F TUN(S) ENG f wes-TYRR, A MUE(S) ENG a ber-SIL

Italy Rowland /2/ a pied(s) fre a war/nso/d...../, a rom-tus/d...../

Tur key, Pitsch/12/NMR, NSO F NAP, F ION, A BOH, A VIE, A TYO, A SEV, A UKR, F AEG, A TRI, A GAL, A RUM, A BUL

The Deadline for the Fall of 1910 will be by 4PM on Tuesday MARCH 1, 1977

1975 S the Spring of 1909---The fall could end it all!

Austria, Allen/14/ A BUD(S) A GAL, A SIL(S) A GAL(S) A UKR-war, A MUN(S) a vie-BOH,

A RUM-ukr, A SEV_mco, a kiel-DEW, a ber-PRU, A ARM-sev, A BUL, F ANK, a tri-TYO

England, Trease/2/NMR, NSO F LON, F NTH

France, Mathias/1/NMR, NSO A HOL

Italy, Foster/11/ A BEL(S) fr A HOL, a nap-ROM, A BRE MS A PIC, f iri-WAL, f nao-NAO, f lvp-GLY, f rom-TYRR, f tyrr-WES, f wes-MAO, f spenc-GAS

Russia, Weeks/6/ A MOS(S)+A LVN(S) A WAR, A WAR(S) a boh-sil/dta/, a stpx-NWY MARCH 1

The deadline for the Fall of fall 1909 will be by 4PM on Tuesday 1977.

Please vote on a two way Austrian-Italian draw. The draw must be 30 or more supply center votes (as of Winter 1909) in favor to pass. Failure to vote is a NO.

Trotsky, Walter/G-1 SIA/INR (S) C. SHAW, TANG(S), 001-3RE

Feb. 7, 1977

1976 BQ, the fall of 1903

Austria, Karan, Paul Brittain Hall Ex 134, McDonald College, Quebec, HQA-100 NMR
A VIE, A TRI owns; tri, vie 2-2 even

England, Adams Apt 1703, 100 Spadina Rd., Toronto, Ont. M5R-2P-7 owns; lvp, lon, nwy, bre,
edi, spa, MAR, PORT 8-6+2 A GAS(S) a spa-MAR, f NWY H, f PORT H, f ech-BRE, f mac-WES

France, Decker/1-1/nmar, Stephen, 4016 Schoolhouse Ln., Plymouth Meeting, Va 19462
A PAR owns; par, ~~par~~ 1-1 even

Germany, Hance, David, 1103 Radcliffe Dr., Davis, Calif. 95616 owns; bel, kiel, don, mun, ber
hol 6-6 even A BURG-mun, A PIC-par, A PRU-war, A BOH-gal, A KIEL-ber, f DEN-swe

Italy, ~~Bill Frank~~ Bill Frank, 732 Hillesh Dr., Racine, Wisc. 53402 (sub position free)
owns; tun, nap, ven, rom 4-2+2 f ion/d+a/, A APU, f ADR

Russia, Sypher, Ed, Sanger College Rm. 110A, SUNY @ STONYBROOK NY 11794 owns; war, mos
swe, rum, stp, sev, bud, ser 8-8 even A GAL(S) A BUD-vie, f SWE(S) f BOTH-bel
a SIL-mun, a SER-tri, A BUD-vie, A LVN-war, f sev-RUM

Turkey, Ameling William, 1414 E. 59th St. Rm 747, Chicago, IL. 60637 owns; say, bul, con,
ank, gre 5-5 even f BUD-f AEG(S) f gre-ION, a bul-CRE, a con-BUL
note; 303 Germany A PIC-par

The deadline for the Winter of 1903 is by 4PM on Tuesday March 1, 1977

1976 DW the spring of 1902

Austria, Kahn/5/f GRE(S) a ser-BUL, f tri-ADR, a bud-TRI, A VIE-tyo

England, Smith/4/f LON(S) f wal-ECR, f NTH(S) a nwy d....

France, Nyderek/5/A PAR + A BEL H, f BRE-ech, a port-SPA, f mac-TRI

Germany, Baillie/5/f kiel-HELGO, a bar-KIELD, A MUN-ruhr, A HOL-ruhr, f den-NTH

Italy, Brockman/4/ f nap-ION, f tun-TYRE, A PIED-tyo, A TYO-mun

Russia, Palmy/6/ FBAL(S) a sev-ARM, A MUN(S) AUG a ser-BUL, f SWE(S) f stp-mc-NWY, mkr-MOS

Turkey, Hinton/4/nmr, scu/f CON(S) a bul/d+a/, A ANK-arm, f say-AEG

the deadline for the Fall of 1903 is by 4PM on Tuesday March 1, 1977

1976 DY the spring of 1902

Austria, Holt F ALB(S) a bul-CRE, A SER(S) a bud-HUM, f TRI H

England, Bhaier A DEN(S) HUS f BAL-kiel, f ion-NTH, f edin-NWY, f nwy-SWE, f nth-SKAG

France, Crockett a par-BURG, f mar-SPASC, f bre-PIC, a spa-GAS, a bel-MUHR, f port-MAO

Germany, Dorchack A MUN(S) a kiel-BER, A HOL-kiel, f swe-fin/d....

Italy, Sypher F NAP U, f ION(G) A TUN-gre, a ven-APU

Russia, Rizzo F SEV(S) f rum-ELA, A PIN(S) ENG-arm-SWE, aber(p) FBAL-kiel, f stp-mc-BOTH,

Turkey, Casper/3/f ank-ARM, a con-ANK, f aeg-CON

the deadline for the fall of 1902 is by 4PM on Tuesday March 1, 1977

1976 EJ the Winter of 1901

Austria, Conn. A VIE, A BUD/5/A TRI, A SER, f GRE

England, Rizzo F LON/4/ f NTH, A EDI, f NWY

France, Decker A PAR, f BRE/5/ A BURG, A BEL, f PORT

Germany, Weeks A BER, A KIEL/5/ f DEN, A HOL, A MUN

Italy, Lukna F NAP/4/A TYO, f TUN, A VEN

Russia, Thompson A MOS/5/f BOTH, A SIL, A GAL, f HUM

Turkey, Mohrman A CON/4/f ELA, A ARM, A BUL

The deadline for the Spring of 1902 is by 4PM on Tuesday March 1, 1977

Yes, I know it's late again! The late fall and January are always the worst months for me. It is our heavy season at work with 48 hour weeks being common--alas. I am planing to publish only moves during these rough months in 1977 while maintaining the full magazine through the rest of the year. This does not mean that there will be no LD during these months, it is just that I want the OPTION to print only moves so that the games will stay on full schedule. Again I am sorry for the delay and I should have made this decision earlier.

1976 BK the Spring ...
 Austria, Valen/3/ ...
 England, Dirsar/3/ ...
 France, Valen/3/ ...
 Germany, Pitsch/3/ ...
 Italy, Boyer/4/ ...
 Russia, Boyer/4/ ...
 Turkey, Vayte/3/ ...
 The deadline for the ... is by 4pm on Tuesday March 1, 1977.
 I will ask, but I can not confirm until next issue, Fred Davis and Dr. ...
 to become let and 2nd sub for this game. If either or both will do this
 please submit moves for ALL 7 countries by next deadline.

WOULD YOU BELIEVE 1979 ...
 Some time ago I opened the game and asked Richard ... to be a guest ...
 to the opening of his own magazine. Alas Richard has given little or no ...
 effort and has let the game lapse. I have been haunting Richard for ...
 game going and FINALLY I got the last moves from him. I have some records ...
 1904 but the response even at that point was horrid. I think at best to ...
 and see who is still with this game. As of Spring 1904 these are the ...
 Austria, Clapper ...
 England, ...
 France, ...
 Germany, ...
 Italy, ...
 Russia, ...
 Turkey, ...
 PLEASE SUBMIT MOVES FOR ... 1977 by 4PM on Tuesday March 1, 1977. I have
 incomplete records from ... so submit moves even if you did so before!